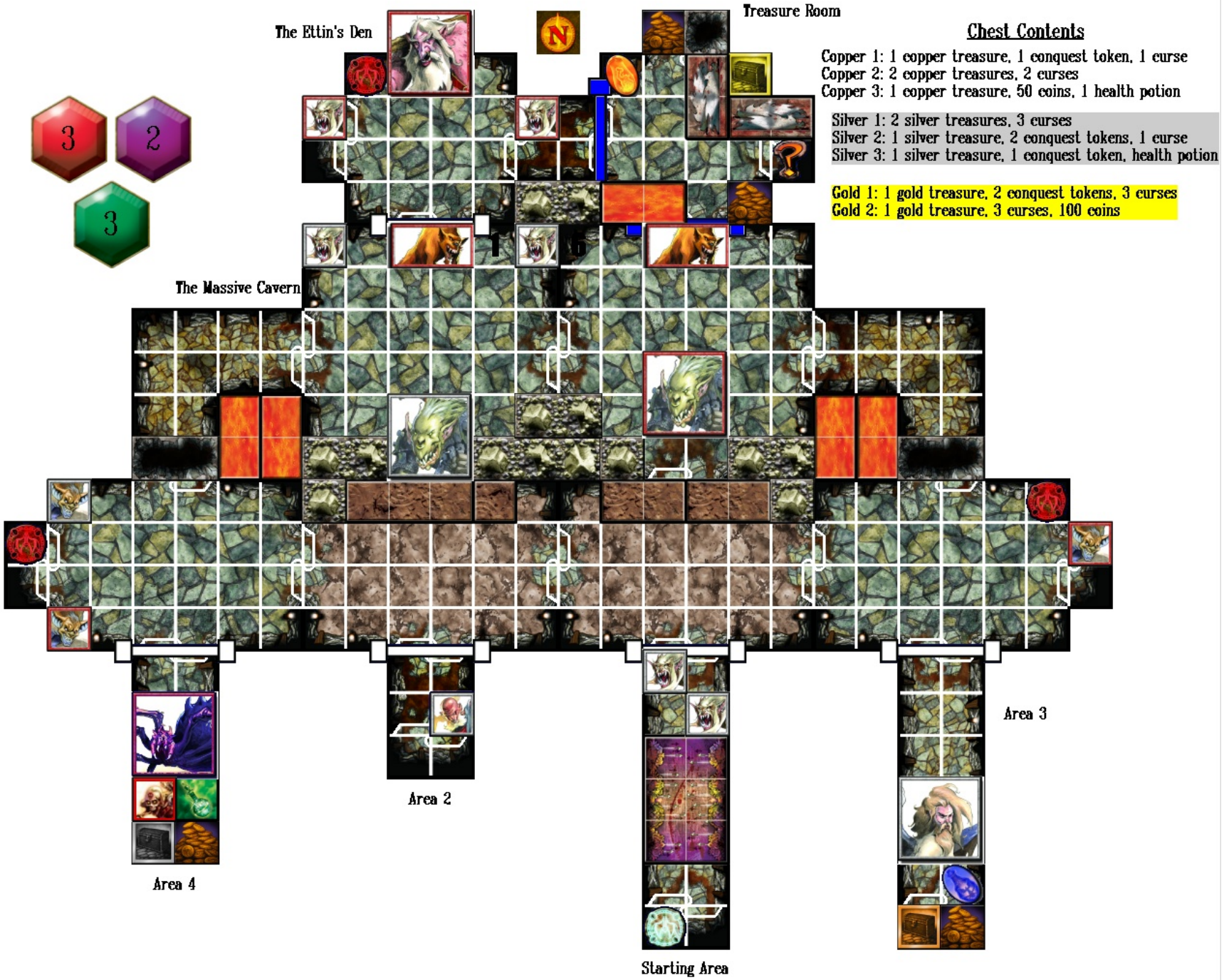

Chest Contents

Copper 1: 1 copper treasure, 1 conquest token, 1 curse
Copper 2: 2 copper treasures, 2 curses
Copper 3: 1 copper treasure, 50 coins, 1 health potion

Silver 1: 2 silver treasures, 3 curses
Silver 2: 1 silver treasure, 2 conquest tokens, 1 curse
Silver 3: 1 silver treasure, 1 conquest token, health potion

Gold 1: 1 gold treasure, 2 conquest tokens, 3 curses
Gold 2: 1 gold treasure, 3 curses, 100 coins

Fan Created Scenario.
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The Ettin's Cavern

By Warren M.

Scenario Background

After a few too many beers in the local tavern you hear a tale from an old man that intrigues you. It is said that in the northwestern region of Abalonia there is a great cavern that is home to an Ettin, a two-headed giant of legend. Anyone who goes there never comes back and the beast keeps a hoard of treasure the likes of which no normal man could hope to see in his lifetime.
Your group decides to see if there is anything to the story and the next morning you shake off your collective hangover and head out on horseback. After a brief run-in with bandits that were easily dispatched and a few other minor wilderness encounters you finally reach a remote cave entrance a week later. After tethering the horses you head inside with torches lit.

Mission Goals

Your goal is to seek out the Ettin, a fearsome two-headed giant and slay him.You start with 6 conquest tokens. If you run out you will have perished.

Starting Area

An obvious dart trap greets you as you enter the cave while two beastmen guard the way forward.

Area 2

A lone sorceror begs for his life as you enter this tiny room. "No, please don't kill me!" he says quickly. "I mean you no harm, let me fight with you, " he pleads. " Listen my name is Jared and I have gotten in over my head here, but maybe with your party I will stand a chance. What do ya say?"

Give the heroes the choice of slaying Jared or accepting his offer. If they accept one hero will have to be chosen to control him. Jared has the stats of a regular sorceror. Jared can only move and attack , can't carry items, but he can activate glyphs, and pick up piles of gold. He can only be healed by a hero with a healing rune. When he dies he is gone for good.

Area 3

An manticore guards a treasure chest here in this side-tunnel.

Area 4

A huge spider dripping venom from it's fangs has taken up residence in this small tunnel. This foul creature begs to be slain!

The Massive Cavern

The door opens into one of the biggest caverns you have ever seen in your life. Stalactites arch down from the ceiling and two pits of lava give the whole area an eerie orange glow. Two ogres block the immediate way through massive pillars that seem to support the weight of the ceiling. There are also doors to your left and right.

Important: There are no walls around the lava pits only the rubble tokens representing the ceiling supports. The two blue runedoors are representing portcullises. Heroes can't get through them but they have line of sight through which ranged and magic users can attack. Heroes can get into the treasure room through the lava.The treasure room is revealed along with the massive cavern. If the heroes get inside the treasure room, reveal the Ettin's Den. If the heroes step on the ? they find a lever which controls the two portcullisses; they have the option of raising them if they want.

The Ettin's Den

A great two-headed giant wielding a spiked club stirs from his resting place and bellows. "Who has woken me?" in a very angry voice."Garnak needs his sleep damn it! I will eat all who intrude in my home, " he threatens.

Garnak is similar to a master giant with several key differences. He is an Ettin and has Pierce 4 instead of Stun. He also has 28 wounds and an armor of 6.

If Garnak is slain read this text:
The great giant topples to the floor dead at last. Searching his Den you find a chest under a rug on the floor that contains well over 2000 gold pieces. With your new found riches you head for town to get backrubs, booty, and ale.

Alternate Rule: If you want to tie this quest in to another, allow the heroes to use that 2000 gold to give two heroes a new skill that will carry over into the coming quests. This skill would stay with them until they lose a quest.

Fan Created Scenario.
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